

THE WALKING DEADTM

ALL OUT WAR

MINIATURES GAME

READ THIS FIRST

Quick Start Rules

Welcome to The Walking Dead: All Out War. This booklet will take you through the basic rules of the game and allow you to get playing in dead-quick time.

To do this, some of these rules may be slightly different to the main rulebook. While you're learning, ignore anything that is not specifically mentioned in this booklet – you can learn the rest of the rules later once you've mastered the art of killing Walkers!

There is also a small chance that you will come across situations not covered by this booklet. If this happens, think about what Rick would do. Make a judgement on the most sensible solution, and do that!

COMPONENTS



Rulebook



Quick Start Guide



Threat Tracker



Kill Zone



4 Cars

Range
Ruler



Initiative
Token



6 Barriers



Walker Reference
Card



11 Dice



6 Survivor Cards



Rick Carl Derek Liam Sandra Patrick 12 Walkers

ASSEMBLY INSTRUCTIONS

Punch out all of the counters and scenery from the card sheets.

Insert the plastic spinner into the Threat Tracker, as shown:



10 Activation
Counters



10 Health
Counters



9 Supply
Counters



15 Event
Cards

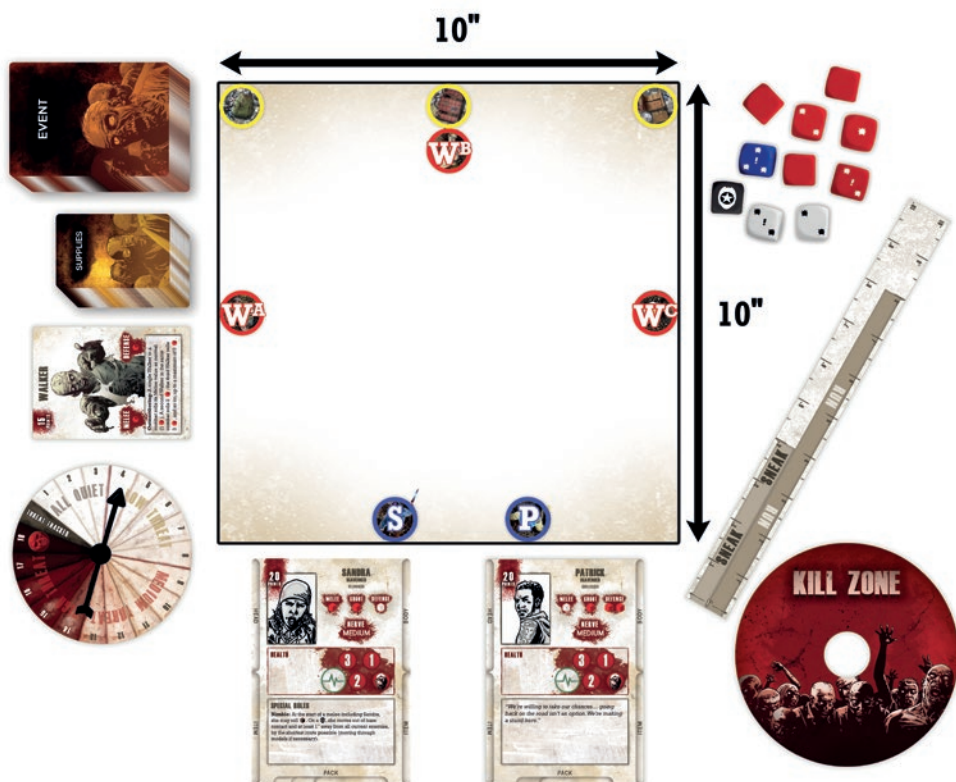


8 Equipment
Cards



16 Supply
Cards

TUTORIAL PART 1 - LEARNING TO SURVIVE



The sun is setting, and Derek has sent Sandra and Patrick on a last-ditch supply run before it gets dark. They've come across a cache of food in an abandoned warehouse, but it's surrounded by Walkers!

This game can be played solo, or co-operatively with one player taking Sandra and the other taking Patrick.

SETUP

You will need to set up the game as follows:

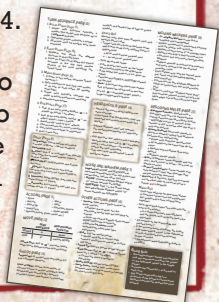
1. Define a 10" x 10" playing area on a flat surface.
2. Gather the components in the diagram above.
3. Place the supply counters, Survivor models and Walker models onto the playing area in the positions shown.

4. Shuffle the Event and Supply card decks and place them face-down at the side of the gaming area. Only use the cards from the deck with the ☼ symbol.



5. Put the Walker reference card, Threat Tracker, Range Ruler, Kill Zone template and dice within easy reach.
6. Turn the dial on the Threat Tracker to position 4.

Once you're ready to begin, it can be useful to have the back cover of the rulebook in front of you too, for a handy reminder of the rules.



PLAYING THE GAME

The Walking Dead: All Out War is played in a series of turns, each of which is broken down into the following phases:

- 1. **Action Phase** – players activate their Survivor models, moving them around the table. However, the Walkers may react...
- 2. **Event Phase** – the Walkers are activated and will move toward your Survivors.
- 3. **Melee Phase** – all hand-to-hand fighting is resolved.
- 4. **End Phase** – ‘dead’ Walkers can rise again, and you check to see if you’ve done enough to win!

We will now play through turn 1, going through the phases one by one. Each phase will finish with an example – for your first game simply follow this step by step.

1. ACTION PHASE

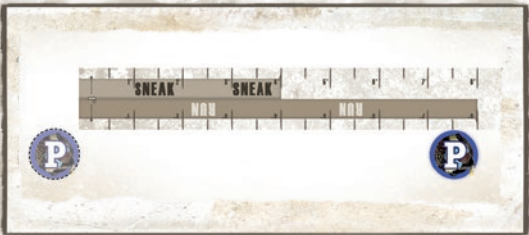
Survivors are activated one at a time, each making two **different** Actions – they may not make the same Action twice. There will be more options later, but for your first turn we will talk about how to **Move**.

Move

The Move Action allows Survivors to travel around the gaming area. When moving, each model must choose to either **Sneak** or **Run**, using the distances below.

	MAX DISTANCE	ADDITIONAL EFFECTS
SNEAK	Up to 4"	None
RUN	Up to 8"	Creates NOISE

The range ruler has these distances marked on it. Choose a direction, and place one end of the ruler in contact with the model’s base. Pick up the model and move it, placing it behind the marker for the distance you want to move.



This is an important choice to make, as NOISE will draw the Walkers towards you, but Sneaking to stay quiet will take longer to cross the table.

Survivors do not have to move in straight lines – they can move in any direction up to the distance listed in the table.

Survivors may not move through other models. **If a Survivor comes into contact with an enemy at any point it will immediately stop and make no further Actions.**

NOISE

Staying silent is an essential skill when trying to avoid the Walkers, but it is not always possible!

When NOISE is caused:

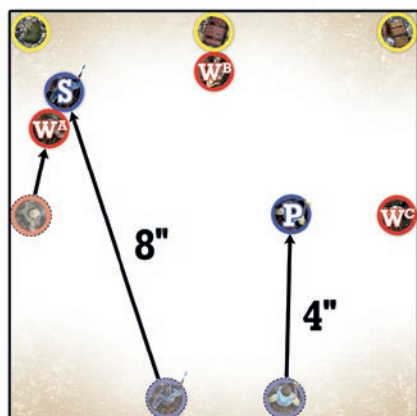
- Measure 10" from the NOISE.
- Pick the **closest, standing** Walker **not in base contact** with a Survivor that is at least partially within range (**Note:** this is referred to as an **eligible** Walker).
- It immediately Shambles 6" in a straight line directly towards the NOISE.
- If the movement brings it into contact with a Survivor, it will stop. Walkers will move through other Walkers.
- This is done immediately after the NOISE is caused, so **it can stop Survivors from making a second Action.**

The red side of the ruler has these distances marked for your convenience.



Tutorial – Action Phase 1

Try taking your first Action phase now. Give both Sneaking and Running a try and see how the effects work differently. Follow our example:



Patrick Sneaks towards the supply counter on the far right. As Sneaking is silent, this will not affect the Walkers.

Sandra decides to Run towards the counter on the left so that she can get there quicker, but this causes NOISE. The closest Walker is Walker A, so it will move towards Sandra. Its 6" move is enough for the Walker to move into base contact, and so it will fight her in the Melee phase later.

Once you've decided where to move, it's time for the Event phase.

Take the template and hold it over each eligible Walker on the table so that the Walker itself is fully visible through the hole in the middle.

If there are any Survivors **at least partially** beneath the template, the Walker is immediately moved into contact with the nearest one.

If there are no Survivors under the Kill Zone template, the Walker does not move.

2. Draw an Event Card

Next, draw a card from the Event deck. This will affect the movement of the Walkers on the table, and this is also where the Threat Tracker will come into play – the cards will have different effects depending on the current Threat.

Read the card, and apply the results that relate to the current Threat Level.

In this game, the Threat Level started at position 4 – Low Threat, so you would apply the result following the 'Low Threat' heading.

Some Event cards require you to increase the Threat Level **before** resolving the event. This may result in the Threat Level increasing to the next band, meaning that the card's rules will become deadlier.

2. EVENT PHASE

In the Event phase, all manner of dangerous things can happen as the Walkers shamble around the table. The phase has two parts:

1. Check Kill Zones
2. Draw an Event Card

1. Check Kill Zones



Kill Zone Template

Each Walker on the table has a Kill Zone – an area in which no matter how quiet you are, you will still be attacked! The Kill Zone template is used for this.

Moving Walkers

Event cards usually require you to move Walkers around the table. The number of Walkers is often determined by the roll of a die. For example, if a card said "Each player rolls  and moves that many eligible Walkers", you would roll a blue die, and pick a number of Walkers to move equal to the number of  symbols rolled.

IMPORTANT: Because the Tutorial is played solo, without an enemy force, there are some changes to how the cards work. All Walkers moved by Event cards in this game must move towards the nearest Survivor rather than a direction of the player's choice.

Moving Walkers - Key Points

- Walkers always move at a Shamble (6").
- They always move in straight lines.
- Walkers may move directly through other Walkers and supply counters, but may not stop on top of them.
- Walkers will stop if they come into contact with a Survivor.
- When moving Walkers into base contact with a Survivor, it is always considered reasonable to 'shuffle' models around slightly to allow additional Walkers to attack, as long as there is room.
- Each Walker may only move once for each Event card drawn, and this

includes Walkers entering play.

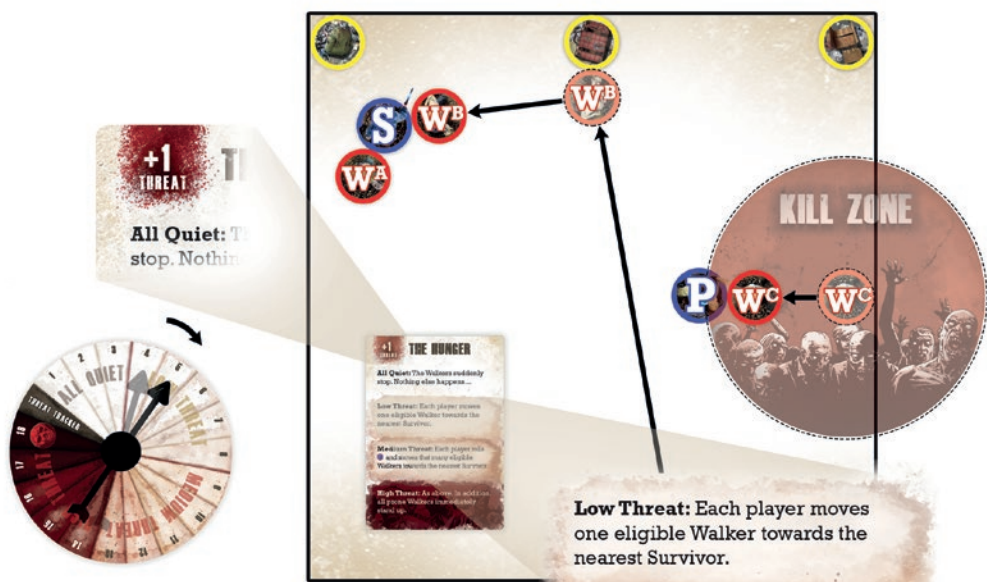
- If there are not enough standing, unengaged Walkers on the table to fulfil the card's instructions, any surplus Walkers will enter play from the edges.

Walkers Entering Play

If for example a card says "👤 Walkers enter play", you would roll a white die in the same way as if you were moving Walkers. However, instead of moving those already on the table, you must take extra Walkers from the game box and place them anywhere on the edge of the gaming area. **They may not be placed within the Kill Zone of a Survivor.**

Tutorial – Event Phase 1

Take your first Event phase now. When you draw an Event card, have a look through the deck at the different results, and how dangerous they can get at higher Threat Levels. Follow our example Event phase:



1. Check Kill Zones

The Kill Zone template is placed over the two standing Walkers who are not currently engaged - B and C. Walker B has no prey within reach, but Walker C's template overlaps Patrick. It is moved into contact with him.

2. Draw an Event Card

Then an Event card is drawn from the deck – 'The Hunger'. This card increases the Threat before it is resolved, so the dial is turned to position 5. The Threat Level is still Low, so the 'Low Threat' result from the card is resolved, moving a single Walker. As only Walker B is still eligible, this one is moved towards the nearest Survivor, Sandra, stopping when it comes into contact.

3. MELEE PHASE

In the Melee phase, all models in base contact with an enemy will fight. As this is so dangerous, **if there are any models engaged in melee the Threat Level is increased by 1 at the start of the phase.**

Melee is resolved separately for each group of models in contact.

The first step is to work out which dice to roll. Every model has a set of values on their card. The two that we are looking for here are Melee and Defense.



These values are shown as a number of dice. Each model will roll this many dice and compare to their opponent's roll to see who wins.

Before rolling any dice, players must decide whether their models will attack or defend, which will determine which value they use.

- **Attacking** is the only way to damage an enemy model.
- **Defending** can give you a better chance of surviving an attack, but you cannot harm your opponent.

All models on one side of a melee must do the same thing, and they roll their dice together. Walkers can only attack in melee – they cannot defend.

Walker Outnumbering

When there are multiple Walkers on one side of a melee, they roll a number of dice shown in the table below:

WALKERS	DICE
1	1
2	3
3	6
4	10
5	15

As you can see, getting swamped by a herd can spell death for your characters – better to take the Walkers on one at a time!

The Melee Roll

Once you have chosen to attack or defend, take the number of dice shown on your card and roll them. If there are multiple models on one side of a melee, their dice are rolled together. You will also need to roll for the Walkers, although in two-player games your opponent will do this for you.

All of the dice rolled will show a number of symbols – add these up to get a total score for each side.

The side with the highest total is the winner. If the result is a draw, Survivors will always beat Walkers.

Don't put the dice aside just yet – you'll need to refer to the results in a minute.

Push Back

Any models that lose a melee are immediately pushed 1" directly away from all of the models they had been fighting.

If a model cannot be pushed back due to the proximity of other nearby miniatures or the board edge, the winning models are pushed back instead.

Resolve Damage

Compare the dice totals from the previous step. **The difference in these scores is the damage done to the loser.** For example, if the winning roll had 4 successes, and the losing roll had 2 successes, the loser would take 2 damage ($4-2=2$). **If a defending model wins a melee, it does not cause any damage.**

When a Walker takes any damage, it is laid prone. Put the model on its side. It may be able to stand up again later.

For each point of damage on a Survivor, move the Survivor's health counter one space to the right. If the counter reaches 0, the Survivor is dead. Replace the Survivor with a prone Walker.

Headshots (!)

You will see that the dice also have a Headshot (!) symbol on some faces. These symbols do not add to your total, but are the only way to permanently kill a Walker. **Walkers that suffer any damage from an attack that rolls a ! are removed from play.**

If a Survivor is killed as a result of an attack that rolled a !, no prone Walker model is placed – there's no coming back from a headshot!

If you roll multiple Headshots as part of your melee attack, you can only allocate one Headshot to each enemy model.

Tutorial – Melee Phase 1

Take your first Melee phase now. Try rolling the dice for each melee a couple of times to see what different results you can get. Here's how our example Melee phase turned out:

There are models in melee, so the Threat Level is raised by 1 point. The player chooses to resolve Patrick's melee first.

His Melee value is 1, and the Walker's Melee value is 1. Patrick rolls his die and gets a total of 1, and the Walker rolls a blank – no successes at all! Patrick is the winner, and he pushes the Walker 1" away. The difference in the dice scores is 1, so the Walker takes 1 point of damage. This is enough to knock it down, but not kill it outright.

Sandra decides to defend. She is fighting two Walkers and has a better chance of success with her Defense value of 2 – white dice are stronger than red ones. She rolls the die and gets a total of 2, along with a Headshot (!). However, she is outnumbered by 2 Walkers, rolling 3 dice. This results in a total of 3 successes. Despite Sandra's lucky headshot, Sandra is the loser and is moved back 1". The difference in the scores is again 1, but this time it's Sandra who takes the damage. Her health counter is moved one place to the right.



4. END PHASE

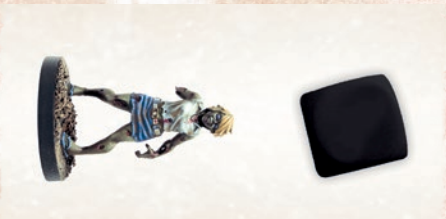
In this last phase of the turn, it's time to see if the players have done enough to win! However, first they need to see if they've done enough to keep the Walkers down.

For each prone Walker on the board, including any Walkers that used to be Survivors, roll a black die (●). If you roll a ☉, the Walker model is placed upright again, and will be free to act next turn. On a blank, it stays prone.

Now the players check for victory. In this starter game, victory is achieved when the Survivors are holding all three of the supply counters at the end of the turn. Note that the Survivors can still win even if one of them has died.

Tutorial – End Phase 1

Your first End phase should be very quick, as you won't have had time to win yet. All you need to do is roll for each prone Walker.



In our example game, there is one prone Walker, knocked down by Patrick. The black die is rolled and comes up blank, so the Walker will stay down for now.

TURN 2

In this turn you will be able to reach the Supplies, so you'll need to learn about a new Action type – **Search**.

Search

The Search Action allows a Survivor to collect a single supply counter, and find any useful resources that might be hidden there. To Search,

- The Searching model must be in contact with the counter.
- Neither the Searching model nor the counter can be touching an enemy.

When a Survivor searches a counter, take it and place it on their Survivor card to show that they are carrying it.

Then, draw the top card from the Supply Deck to see what else you've found. Most cards in this deck represent equipment that can be used by the Survivor in the game.

Some however will cause an **Incident!** The instructions for these will be detailed on the card. Ignore any reference to the Bitten rule for now.

Note that if a Survivor is killed they will drop any supply counters they were carrying – place them on the board in the spot where the character died. These can be picked up again by other Survivors, but **will not grant new equipment** – place them with the Searched face upwards and do not draw a Supply card when they are searched.

Equipment

Equipment cards are placed next to your Survivor card, and will have text explaining how they are used. Most common will be Melee Weapons that add dice to your attack roll in the Melee phase, so you will be more likely to beat your opponent. A Survivor may only use one Melee Weapon at a time.

Attacking Prone Models

The final rule that you may come across in your second turn is the ability to attack models that are already on the ground. If you do this, the prone model may only defend in Melee. If it loses the Melee, it is automatically removed from the table.

Tutorial – Turn 2

Now you know the basics, try a few more turns until you manage to collect all the supply counters, or die trying! When you're finished, play the whole game through again, trying different tactics. Once you're confident with the rules, it's time to move on to the second part of the Tutorial. Here's how we got on in our game:

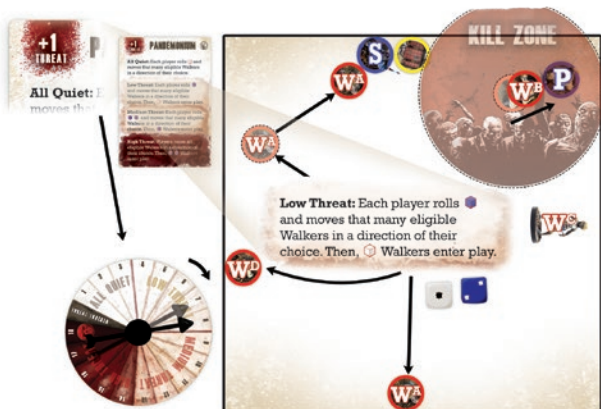
1. Action Phase



1. Action Phase: Sandra is already touching a supply counter, so she makes a Search Action. She places the counter on her Survivor card, and then draws a supply card, revealing 'Hockey Stick'. She uses her second Action to Sneak towards the counter in the middle.

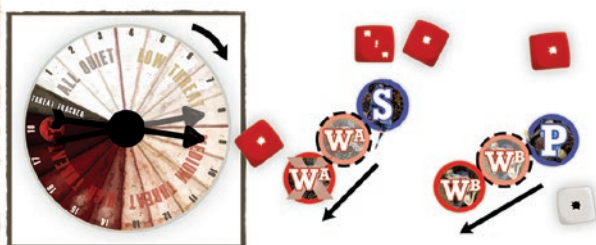
So that he can get to the final counter this turn, Patrick Runs. The closest Walker, C, is prone, so the NOISE instead draws the next nearest, Walker B. It has not yet reached him, so he can use his second Action to Search. He draws the 'Lurker' card – there is a Walker hidden amongst the supplies! He suffers a melee attack with two red dice, rolling a 2. He can only defend in response, and using his Defense value of 2 rolls two blanks. This is a difference of 2 points, and so Patrick's health counter is moved two places to the right. The Threat is increased by 1 and the Lurker card is discarded.

2. Event Phase



2. Event Phase: Patrick is now within Walker B's Kill Zone, and it moves into contact. Then the 'Pandemonium' card is drawn, increasing the Threat to 8. The Low Threat result is resolved. Firstly, a blue die is used to move the Walkers, rolling a 2. The remaining eligible Walker, A, is moved towards the nearest Survivor, Sandra, stopping when it reaches her. As this was the last eligible Walker on the table, an extra Walker (D) is placed onto the edge of the table instead, in a position of the player's choice. Lastly, a white die is rolled, resulting in a 1, bringing on one more Walker (E).

3. Melee Phase



3. Melee Phase: Again there is Melee, so the Threat is increased to 9, reaching Medium. Armed with a Hockey Stick granting an extra red die, this time Sandra defeats the Walker that has attacked her. In addition, she rolls a Headshot (1), killing the Walker outright. Patrick isn't as successful – his melee ends in a draw. He is able to push the Walker back, but does no damage.

4. End Phase



4. End Phase: A white die is rolled for the prone Walker and it stands back up. Finally, checking the victory conditions, Patrick and Sandra still have one counter to collect, so they will need to survive a third turn before they can win.

TUTORIAL PART 2 - SURVIVING ON YOUR OWN

On the outskirts of Atlanta, Rick is teaching Carl to shoot, and the noise of the gunshots has drawn the Walkers a bit too close. However, the Walkers weren't the only ones nearby – a rival group has turned up, hoping for an easy score.

This second game is for two players, one taking Rick and Carl, and the other taking Derek's gang. In this game you won't just be fighting the undead – there are other Survivors to battle for supplies too!

SETUP

You will need to set up the game as follows:

1. Define a 20" x 20" playing area on a flat surface.
2. Gather the components in the diagram below. Note that this time, some of the characters start the game with items already equipped.

3. Place the scenery pieces, supply counters, Survivor models and Walker models onto the playing area in the positions shown. The cars, supply counters and Walkers must all be within the central area, at least 5" from the Survivor edges.
4. Shuffle the Event and Supply card decks and place them face-down at the side of the gaming area. This time you should use the full decks.
5. Put the Walker reference card, Threat Tracker, Range Ruler, Kill Zone template and dice within easy reach. Turn the dial on the Threat Tracker to position 1.

This game will use a few more rules than last time – we'll go through these in the next few pages. In this game you will be free to try out all of the rules yourself – make sure you play through a few times to become familiar with everything.



INITIATIVE

Now you've got two groups of Survivors, it's time to learn about **Initiative**.



Initiative Token

Instead of a player activating all their models at once, instead players take it in turns to activate one model at a time. The player who goes first is the player with 'Initiative'. **In this game, the player controlling Rick starts with Initiative**, and should be given the Initiative counter. In subsequent turns, the player with Initiative must **pass the counter to their opponent in the End Phase** so that it alternates between players as the game goes on.

In addition to Survivor movement, Initiative is also used to alternate Walker movement after drawing an Event card.

SCENERY

In this game you will see that there is scenery on the table – cars and barriers.

Scenery cannot be moved through by any model. Survivors can move around it freely, but as Walkers always move in straight lines, they will **stop whenever they hit a scenery piece**. This can be used to the Survivor's advantage, by using the scenery to hold back the Walkers' advance when NOISE is made.

Walkers **already in contact** with scenery at the start of their move will move around it by the shortest route possible.

EVENTS

Don't forget, now that you have two players, you can move the Walkers in a direction of your choice, should the card say so. However, so can your opponent!

NEW ACTION – SHOOT

If a Survivor has a Ranged Weapon, it can use this Action to fire it at any unengaged enemy within **range** and **line of sight**. A Survivor may only use one Ranged Weapon at a time.

Range

The range of the weapons in this game is 10" – use the range ruler and measure from the edge of the shooter's base to the nearest edge of the enemy's base to check that a target is close enough.

Line of Sight

To check line of sight, simply draw an imaginary straight line from the center of the shooter's base to the center of the target's base – if another standing model's base breaks that line, the target is obscured and cannot be shot. Otherwise, the target can be seen and shot at.

Ranged Attack Roll

Once you have a target, the Shooting attack is done in the same way as a Melee attack. The shooting model takes the dice listed on the weapon card, adds the dice from their Shoot value, and rolls them all together. The target model then makes a Defense roll.

The results are compared, and the target model will take damage equal to the difference, just like a melee attack. If the Defense roll was higher than the Shoot roll, no damage is done. Headshots will affect the target as usual.

Out of Ammo!

If a ranged attack roll includes any Headshots, you must immediately roll . On a , there is no effect. On a blank, however, you've just fired your last round! Resolve this shot as normal, but the weapon may not be fired again until you find more ammo and reload.

Cover

Scenery does not block line of sight although it does provide a Defense bonus.

- For each barrier that the shot passes over, the target adds  to their defense roll.
- For each car that the shot passes over, the target adds  to their defense roll.

MAYHEM

Now that there are guns in play, there will be a lot more noise to draw the Walkers. Louder noises such as gunshots are called MAYHEM, and weapons that cause MAYHEM will have this on their card:



MAYHEM works like NOISE, but instead of drawing the closest Walker it will draw **every** eligible Walker within 10". In addition, it will raise the Threat Level by 1.

NEW ACTION – HOLD NERVE

This Action allows a model to reduce the Threat Level, to try and limit the effect of the dangerous Event cards. The model rolls  – on a , reduce the current Threat Level by 1.

VICTORY

The winner is the player who holds the most supply counters when the Threat Tracker reaches maximum. If either player is wiped out before this happens, their opponent wins by default. If both players have the same number of counters, the game is a draw.

Now you've learnt some new rules, it's worth playing through a few times, and once you're familiar with one group of characters, swap sides with your opponent to see how you fare with the opposing group. However, it doesn't stop there. The Walking Dead: All Out War is all about building up your own group of Survivors – check out the main rulebook and the rest of the range for more!

NEW RULES – EXAMPLE



Rick's player has the Initiative, and can activate a model first. He chooses Rick. Rick is armed with a 9mm Pistol, and shoots at Derek, who is 6" away and therefore in range.

The pistol rolls  , and Rick adds his Shoot value of  to the roll. Derek has a Defense value of  to dodge the attack, and because Rick is shooting over a car to hit him, he can add a bonus  to the roll.

Rick rolls a total of 3 successes, and Derek rolls 2. The difference is 1, and so Derek takes a point of damage and moves his health counter one space to the right.



Rick's 9mm causes MAYHEM. This will cause all three nearby Walkers to move directly towards him. Walker A comes into contact with the car, and stops in its tracks. Walker B moves directly into Rick, and will fight him in the Melee phase. As Derek is directly between Rick and Walker C, its movement will take it into contact with Derek, and he will have to fend it off instead of Rick.

Finally, the MAYHEM increases the Threat Level by 1.